DIRE

c(0)

+

N↓s

CIN

addsub

cin

Adder/Subtractor with carry in

INTRODUCTION

- This is an important circuit in computer arithmetic. In particular the ability to incorporate a carry in (or borrow in) is a crucial requirement for specialized applications.
- A parameterized architecture is presented. Three parameters: DIRECTION, CIN_USED, and N. The circuit is described in VHDL using a purely structural approach based on full adders and logic gates.
 - \checkmark The parameter N allows the selection of the size of the operation: N bits.
 - The parameter DIRECTION has 3 values: i) UNUSED: circuit includes an *addsub* input for addition/subtraction selection,
 ii) ADD: circuit for only addition with carry in, and iii) SUB: circuit for only subtraction with an active-low borrow in.
 - ✓ The parameter CIN_USED has 2 values: i) YES: here, the carry in (*cin*) input is considered, and ii) NO: here, the carry in (*cin*) input is ignored; for addition, the default then is set 0, and for subtraction is 1.

ADDER/SUBTRACTOR FOR SIGNED NUMBERS

- The table allows for the circuit in the figure. This is the standard adder/subtractor unit, where the *cin* input is an independent input.
- $cout = c(N), overflow = c(N) \oplus c(N-1)$
- Addition: The operation is straightforward: A + B + cin
- Subtraction: We need to treat cin as an active-low borrow in. Thus, for signed numbers: A B = A + 2C(B) + cin 1.
 - ✓ If cin = 0, there is a borrow in and A B = A + 2C(B) 1.
 - ✓ If cin = 1, there is no borrow, and A B = A + 2C(B).

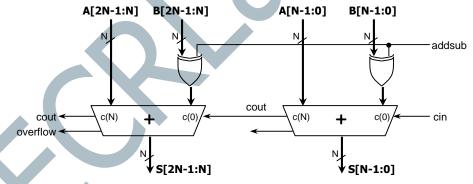
Operation	add_sub	cin	c(0)
ADDITION	0	0	0
	0	1	1
SUBTRACTION	1	0	0
	1	1	1

• The proposed approach works very well for multi-precision subtraction: this is when we partition the operation into two or more adder/subtractor units. *cout* can be interpreted of as an active-low borrow out that propagates to the next unit.

cout

overflow

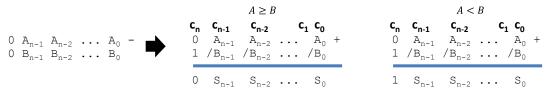
c(N)



• Note that if we were to treat *cin* as an active-high borrow in, c(0) would depend on *cin* and *addsub*. Moreover, the circuit would not work well for multi-precision subtraction: the equation for c(0) in the second (leftmost) subtractor would be different that for the first (rightmost) subtractor. The resulting circuit would become unnecessarily convoluted.

ADDER/SUBTRACTOR FOR UNSIGNED NUMBERS

- **ADDITION:** we use the exact same hardware (with carry in). *cout* is the carry out bit and it also signals overflow. The overflow bit is only meaningful for signed operations.
- **SUBTRACTION:** We can use the subtractor for signed numbers. We need to zero extend the unsigned numbers to convert them to signed numbers. The operation is then a (N + 1) –bit addition. Also, c(0) = cin, which is an active-low borrow in.



- ✓ If $A \ge B$, then $S_n = 0$. According to the figure, this only happens if c(N) = 1. The correct signed result is $0S_{n-1}S_{n-2} \dots S_0$.
- The correct unsigned result is $S_{n-1}S_{n-2}...S_0$. \checkmark If A < B, then $S_n = 1$. According to the figure, this only happens if c(N) = 0. The correct unsigned result is $1S_{n-1}S_{n-2}...S_0$. The unsigned result is $S_{n-1}S_{n-2}...S_0$. This result is incomplete since a borrow out exists (c(N) = 0).
- cout = c(N), and cout can be interpreted as an active-low borrow out (as in the case for signed numbers). If cout = 1, then . there is no borrow out. If cout = 0, there is a borrow out.
- Since we are only considering $S_{n-1}S_{n-2}...S_0$ and c(N), we notice that we do not need to actually perform zero-extension in • the circuit: we just use the same adder/subtractor circuit and it is up to the user to treat the inputs as signed or unsigned. If the inputs are treated as unsigned, the overflow output is meaningless.